

Chapter 3

Assembling Sequences in the Timeline

Learning Objectives

After completing this chapter, you will be able to:

- *Organize assets in the Project panel*
- *Create a new sequence based on the specifications of a clip*
- *View clips in the Source Monitor*
- *Set the numbered and unnumbered markers*
- *Set the Source In and Source Out points*
- *Add clips to a sequence*
- *Add clips using the Overlay and Insert edits*
- *Use the Toggle Sync Lock and Toggle Track Lock buttons*
- *Perform the three-point Overlay and Insert edits*

TUTORIAL DESCRIPTION

In this tutorial, you will learn how to view clips in the Source Monitor, assemble a sequence by dragging clips in the **Timeline** panel, set markers, set the In and Out points, and perform Overlay and Insert edits. Also, you will learn three-point editing with monitor controls.

Downloading Files

Before you start the tutorial, you need to download the *c03_premiere_cs5.5_tut.zip* file from <http://www.cadcim.com>. The path of the file is as follows:

Textbooks > Animation and Visual Effects > Adobe Premiere Pro > Adobe Premiere Pro CS5.5: A Tutorial Approach

Next, extract the contents of the zipped file to `\Documents\Adobe Premiere Tutorials`.

Creating a New Project

1. Start Premiere; the **Welcome to Adobe Premiere Pro** dialog box is displayed.
2. Choose the **New Project** button; the **New Project** dialog box is displayed.
3. In the **General** tab of the **New Project** dialog box, type **chapter03** in the **Name** text box.
4. In the **Location** area, browse to `\Documents\Adobe Premiere Tutorials`.
5. Choose the **Scratch Disks** tab. In the **Captured Video**, **Captured Audio**, **Video Previews**, and **Audio Previews** areas, select the **Same as Project** option from the drop-down lists.
6. Choose the **OK** button in the **New Project** dialog box; the **New Sequence** dialog box is displayed. Also, the file is saved with the name *chapter03.prproj*.
7. Select the default preset settings displayed in the **Available Presets** area. Make sure that the **Sequence 01** name is displayed in the **Sequence Name** text box and choose the **OK** button; the *chapter03* file is displayed, as shown in Figure 3-1.

Importing Video Clips

1. Press the CTRL+I keys on the keyboard; the **Import** dialog box is displayed.
2. Browse to `\Documents\Adobe Premiere Tutorials\Media\Video\Norway` and then select the **road drive (1).AVI** clip from it. Next, choose the **Open** button; the selected file is imported and displayed in the **Project** panel.

Next, you will import multiple media files.

3. Double-click on the empty area in the **Project** panel; the **Import** dialog box is displayed.

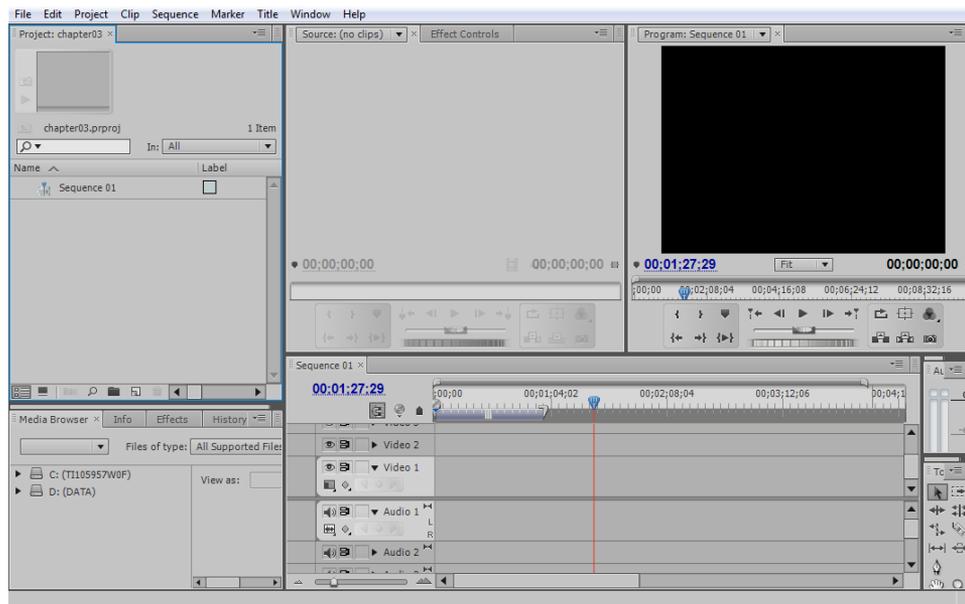


Figure 3-1 The chapter03 file displayed

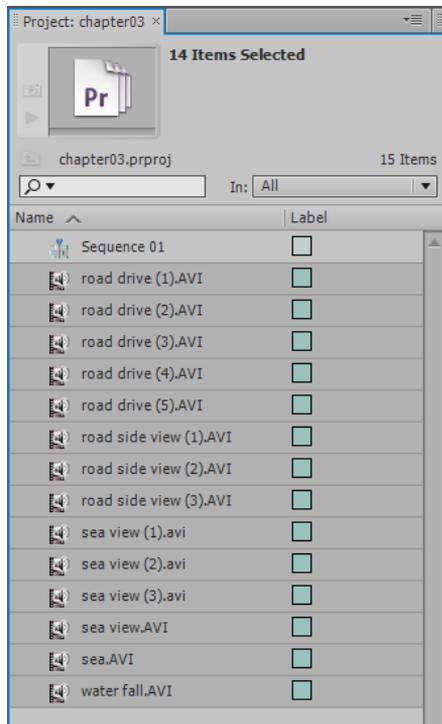
4. Browse to `\Documents\Adobe Premiere Tutorials\Media\Video\Norway`. Next, press CTRL+A to select all media files and then hold down CTRL and click on the **road drive (1).AVI** clip to remove it from the selection.
5. Choose the **Open** button; all selected media files in the *Norway* folder are imported and displayed in the **Project** panel, as shown in Figure 3-2.

Organizing Video Clips in the Project Panel

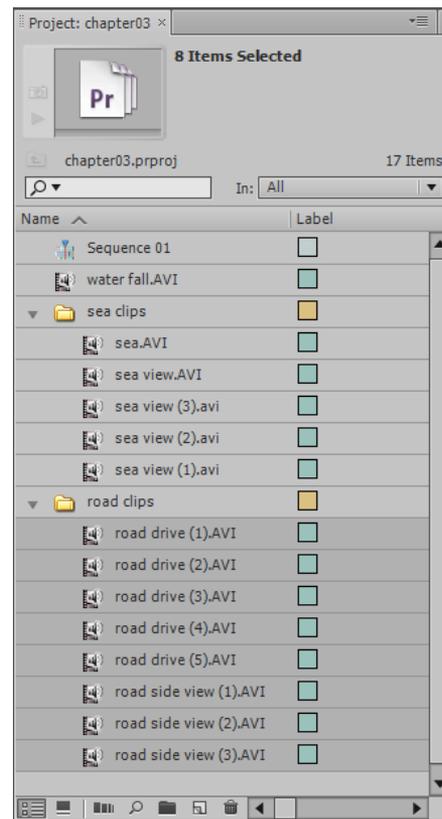
1. Choose the **New Bin** button at the bottom of the **Project** panel; a new bin is created in the **Project** panel. Modify its name to *sea clips*. 
2. Select all sea clips in the **Project** panel by pressing the CTRL key and then drag them to the *sea clips* bin; all selected files are moved into the *sea clips* bin.
3. Click on the empty area in the **Project** panel to deselect the files.
4. Create a new bin with the name *road clips* and move all road clips to it. All clips are organized in the **Project** panel, as shown in Figure 3-3.

Creating a New Sequence

In this section, you will learn to create a new sequence based on the settings of your clips or footage in the **Project** panel.



*Figure 3-2 All clips in the **Project** panel*



*Figure 3-3 All clips arranged in bins in the **Project** panel*

1. Select **water fall.AVI** in the **Project** panel; the preview of the clip and its specifications are displayed on the top of the **Project** panel, as shown in Figure 3-4.

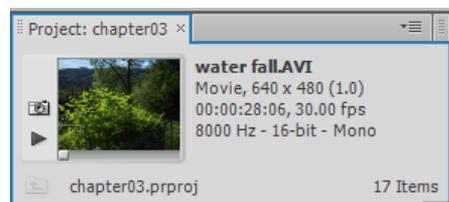


Figure 3-4 The preview and settings of the selected clip

2. Choose the **New Item** button at the bottom of the **Project** panel; a flyout is displayed. Choose the **Sequence** option from the flyout; the **New Sequence** dialog box is displayed.



Next, you need to select one of the presets from the **Available Presets** area that has almost the same settings as that of your footage.

3. Accept the default settings in the **Sequence Presets** tab.
4. Choose the **Tracks** tab from the dialog box; all areas in this tab are displayed. In the **Audio** area, select the **Mono** option from the **Master** drop-down list.
5. In the **Sequence Name** text box, make sure that the **Sequence 02** is displayed, and then choose the **OK** button; the **Sequence02** is displayed in the **Timeline** and **Project** panels.

Viewing Clips in the Source Monitor

Now, you need to view the imported clips in the Source Monitor.

1. Double-click on the **sea.AVI** clip in the **Project** panel; the clip is displayed in the Source Monitor, as shown in Figure 3-5.

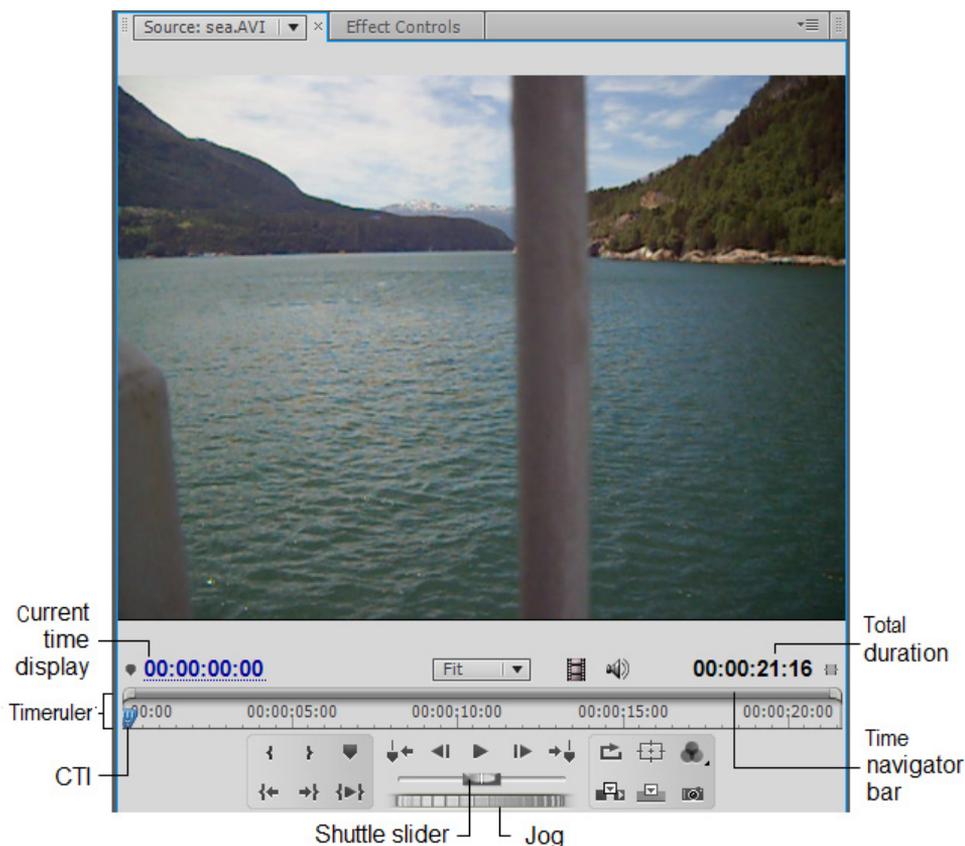


Figure 3-5 The *sea.AVI* clip in the Source Monitor

In the Source Monitor, you can preview the clip, control the playback of the clip, specify edit points, trim the video clip, and specify some more viewing options. In other words, the Source Monitor allows you to preview the video clip and decide whether you need the entire footage or only a part of it to add to the **Timeline**.

2. Choose the **Play-Stop Toggle** button from the Source Monitor; the video clip starts playing in the Source Monitor. Choose the **Play-Stop Toggle** button again to stop the video clip. You can also press the SPACEBAR key on the keyboard to play and stop the video clip. 
3. Drag the **Shuttle** slider to the right; the video clip starts playing forward. Similarly, drag the **Shuttle** slider to the left; the video clip starts playing in the reverse direction.

The speed of playback depends on how far you drag the slider. If you drag the **Shuttle** slider a little bit then the speed of playback will be slow. However, if you drag the **Shuttle** slider a bit farther, then the speed of playback will be faster.

4. Move the cursor over the **Jog** slider placed just below the **Shuttle** slider and drag it to play the video clip in small increments. The duration of the clip played depends on how much you drag the cursor. 
5. Choose the **Step Forward** or **Step Backward** button to move the video clip one frame forward or one frame backward, respectively. Alternatively, press the right arrow key on the keyboard to move the video clip one frame forward and press the left arrow key to move the video clip one frame backward. 

6. Press the HOME key to move the CTI at the beginning of the clip and press the END key to move the CTI at the end of the clip.
7. Press the L key to play the clip forward. Press the J key on the keyboard to play the clip backward and press the K key to stop the clip.
8. Press the SHIFT+L keys to play the clip forward in slow motion. Similarly, press the SHIFT+J keys to play the clip backward in slow motion.

The total duration of the video clip is displayed on the top right of the timeruler. Also, the current frame time is displayed on the top left of the timeruler, refer to Figure 3-5.

9. Drag the CTI on the timeruler to set the current frame to another time.
10. Move the cursor over an end of the time navigator bar and drag it to zoom in the timeruler to view it in more detail, refer to Figures 3-5 and 3-6.
11. Move the cursor over the current time display; the cursor changes to a hand symbol, as shown in Figure 3-7. Next, click on the current time display; it is converted into an edit box, as shown in Figure 3-8. Next, type **00:00:03:00**; the CTI is moved to that frame, refer to Figure 3-9.



Figure 3-6 The time navigator bar dragged



Figure 3-7 The cursor changed into a hand symbol

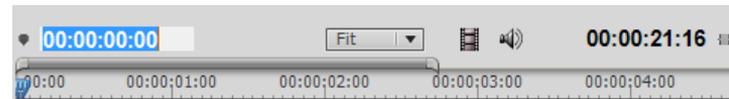


Figure 3-8 The current time display changed to a text box

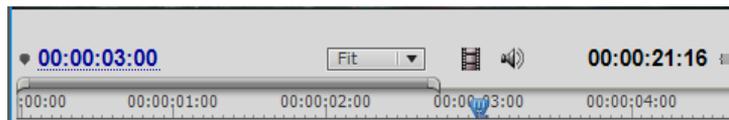


Figure 3-9 The CTI moved to another frame

12. Enter **+25** on the current time display; the CTI is now moved 25 frames forward, that is at 00:00:03:25, refer to Figure 3-10. Similarly, type **-30** on the current time display; the CTI is moved 30 frames back, that is at 00:00:02:25.



Figure 3-10 The CTI moved to +25 frames

13. Move the cursor over the black down arrow displayed on the right of the Source Monitor label, refer to Figure 3-11. Next, click on the down arrow; a drop-down list is displayed, showing a list of all the recently opened clips in the Source Monitor, as shown in Figure 3-11.
14. Click on the required clip in the drop-down list to reopen it in the Source Monitor. Select the **Close** option; the currently opened clip is closed. You can also select the **Close All** option to close all clips and clear the Source Monitor.
15. In the **Project** panel, select multiple video clips simultaneously using the SHIFT key. Next, drag and drop them to the Source Monitor; the selected clips are listed in the drop-down list at the top-left corner of the Source Monitor. Using this list, you can quickly switch to the required clip and view it in the Source Monitor.

16. Click the black down arrow on the right of the **Select Zoom Level** option; a drop-down list is displayed, as shown in Figure 3-12. Now, select the required option to zoom the view of the clip in the Source Monitor.

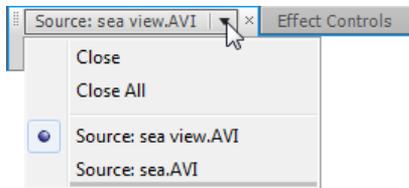


Figure 3-11 Clicking the triangle on the right of the Source Monitor label

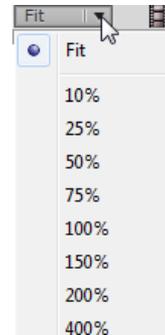


Figure 3-12 Various zooming options in the drop-down list

17. Choose the **Output** button; a flyout is displayed. By default, the **Composite Video** option is chosen. As a result, the video of the clip with the audio is displayed in the Source Monitor. Choose the **Audio Waveform** option; the audio waveform of the video clip is displayed in the Source Monitor, as shown in Figure 3-13.

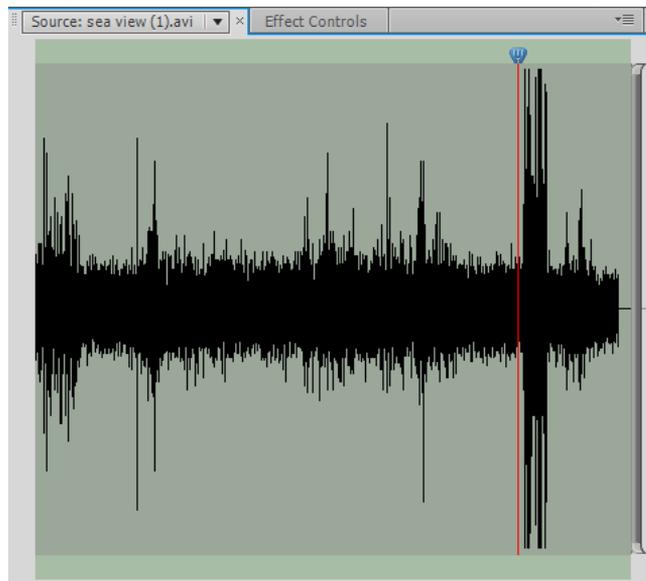


Figure 3-13 The audio waveform displayed in the Source Monitor

Setting the Markers in the Source Monitor

In Premiere, you can set clip markers as well as sequence markers. In this section, you will learn how to set the numbered and unnumbered clip markers on the important frames in a video clip for further reference.

Setting the Unnumbered Markers

1. In the **Project** panel, double-click on **water fall.AVI**; it is displayed in the Source Monitor.
2. Press the L key; the clip starts playing in the Source Monitor. Now, press the K key at 00:00:00:29 frame, where the clip starts showing the waterfall; the clip is paused. Alternatively, you can type **00:29** in the current time display field to jump to that frame.
3. Choose the **Set Marker (Num *)** button in the playback controls of the Source Monitor; an unnumbered marker is set to that frame. Also, an icon is displayed above the time ruler, refer to Figure 3-14. 

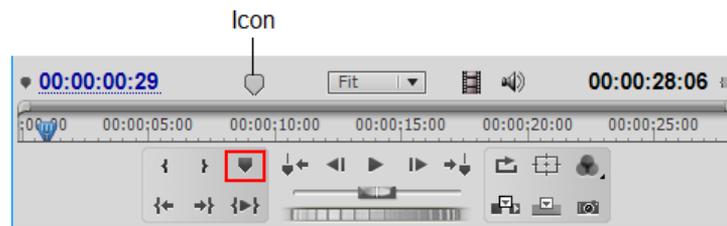


Figure 3-14 The icon displayed above the time ruler



Note

To view the marker, you need to move the current-time indicator (CTI).

4. Press the L key to play the clip and press the * key on the numeric keypad where you need to set the unnumbered markers on the clip; the unnumbered markers are set, as shown in Figure 3-15.



Unnumbered markers

Figure 3-15 The unnumbered markers

5. Choose the **Go to Previous Marker** or **Go to Next Marker** button to move the CTI to the previous or next marker, respectively.  

6. Move the cursor over the video clip in the Source Monitor. Press and hold the left mouse button over the clip and drag the clip to the **Video 1** track in the **Timeline**; the unnumbered markers are displayed on the track, as shown in Figure 3-16.

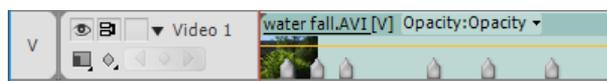


Figure 3-16 The unnumbered markers displayed in the Video 1 track

**Note**

You need to press the **BACKSLASH (\)** key on the keyboard to view the markers in the **Video 1** track.

7. Select the **water fall.AVI** clip in the **Timeline** panel and press the **DELETE** key to delete this clip.

Setting the Numbered Markers

1. In the **Project** panel, double-click on the **sea view(1).AVI** clip; the clip is displayed in the **Source Monitor**.
2. Press the **L** key; the clip starts playing in the **Source Monitor**. Now, press the **K** key at 00:00:03:03 frame; the clip is paused and displayed in the **Source Monitor**, as shown in Figure 3-17.

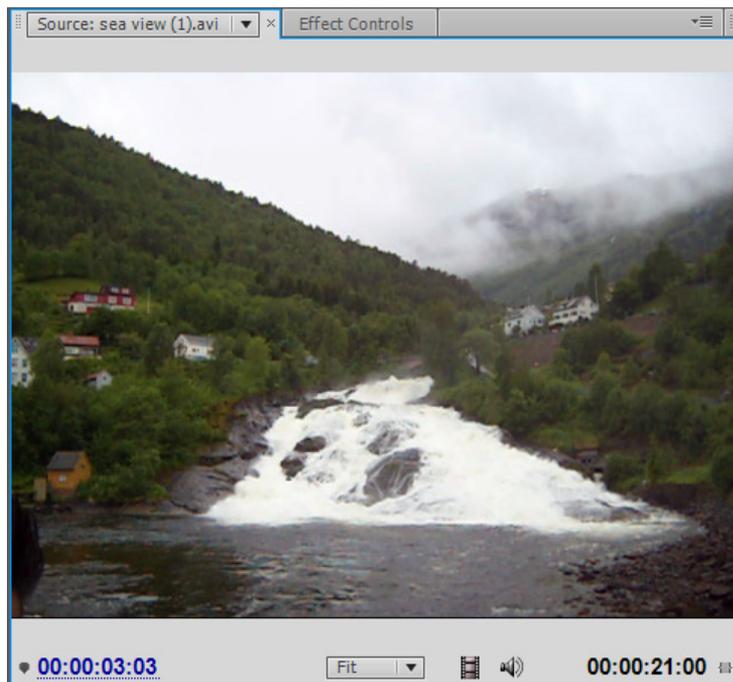


Figure 3-17 The view at 00:00:03:03 frame

3. Choose **Marker > Clip Marker > Set Other Numbered** from the menu bar; the **Set Numbered Marker** dialog box is displayed, as shown in Figure 3-18.
4. Make sure that **0** is entered in the **Set Numbered Marker** edit box and choose the **OK** button; a marker is set at 00:00:03:03 frame. Also, an icon is displayed.
5. Again, press the **L** key to play the clip and press the **K** key at 00:00:12:17 frame; the clip is paused.

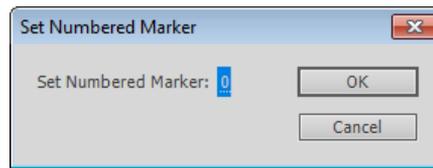


Figure 3-18 The Set Numbered Marker dialog box

6. Choose **Marker > Clip Marker > Set Next Available Numbered** from the menu bar; another numbered marker is set at 00:00:12:17 frame.
7. Similarly, set the numbered markers at 00:00:18:01 and 00:00:20:28 frames.

You can view numbers on the numbered markers only when you drag the clip to the **Timeline**.

8. Move the cursor over the video clip in the Source Monitor. Press and hold the left mouse button over the clip and drag the clip to the **Video 1** track in the **Timeline**; the numbered markers are displayed on the track as 0,1,2, and 3, as shown in Figure 3-19.



Figure 3-19 The numbered markers displayed on the video track

Setting the In and Out Points in the Source Monitor

If you want to use only a part of the video clip in your sequence then you need to trim that part from the clip. The first frame of that trimmed clip is known as the In point and the last frame of that trimmed clip is known as the Out point. In this section, you will learn how to set the In and Out points in the Source Monitor to use a particular part of the clip in the sequence.

1. Make sure that the **sea view (1).avi** clip is opened in the Source Monitor. The markers have already been set in the clip and displayed on the time ruler.
2. Press the L key; the clip starts playing in the Source Monitor. Next, press the K key at the first marker at 00:00:03:03 frame; the clip is paused.
3. Choose the **Mark In** button from the playback controls of the Source Monitor; an icon is created similar to the open bracket on the time ruler to specify the In point. You need to move the CTI to view the icon. 
4. Choose the **Go to Next Marker** button; the CTI is moved to the next marker at 00:00:12:17 frame. Next, choose the **Mark Out** button; another icon is created similar to the closed bracket on the time ruler to specify the Out point. The area between the In and Out points is highlighted, as shown in Figure 3-20. Also, the total duration of the trimmed clip (00:00:09:15) is displayed on the top right of the time ruler; refer to Figure 3-20.  



Tip. Press the **I** or **O** key on the keyboard to set the **In** or **Out** point, respectively in the time ruler of the Source Monitor.

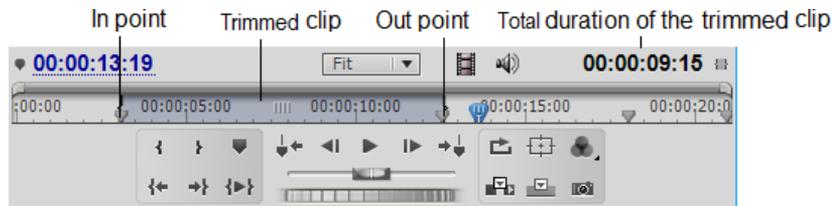


Figure 3-20 The trimmed clip highlighted

Choose the **Play In to Out** button to play the trimmed clip in the Source Monitor. To play the trimmed clip in a loop, choose the **Loop** button and then choose the **Play In to Out** button. To move the CTI to the In or Out point, choose the **Go to In** or **Go to Out** button, respectively.



Tip. Press the **Q** or **W** key on the keyboard to move the CTI to the **In** or **Out** point, respectively.

If you need to change the In or Out point, then move the CTI to the required frame and choose the **Mark In** or **Mark Out** button again. To remove the In or Out point, press and the **ALT** key on the keyboard and choose the **Mark In** or **Mark Out** button, respectively. To remove the In and Out points simultaneously, press **G**.

Adding Clips to the Sequence

Once you have viewed and trimmed the required part of the video clip by specifying the In and Out points, you need to add the trimmed clip to the sequence.

1. Clear the **Timeline** and then make sure that the **sea view (1).avi** clip is opened in the Source Monitor. Also, the In and Out points are set in the clip based on your requirement.
2. Move the cursor over the Source Monitor. Press and hold the left mouse button and drag the clip from the Source Monitor to the compatible track in the **Timeline**. Next, release the left mouse button at the beginning of the **Timeline**; the clip is placed in the sequence, as shown in Figure 3-21. Also, it is displayed in the Program Monitor, refer to Figure 3-21. Since this video clip has both audio and video components, the video is placed on the video track and the audio is placed on the corresponding audio track. Since the clip has **Mono** audio, it is placed on the **Audio 4** track.
3. In the **Project** panel, double-click on the **road drive (5).AVI** clip; it is displayed in the Source Monitor, as shown in Figure 3-22.

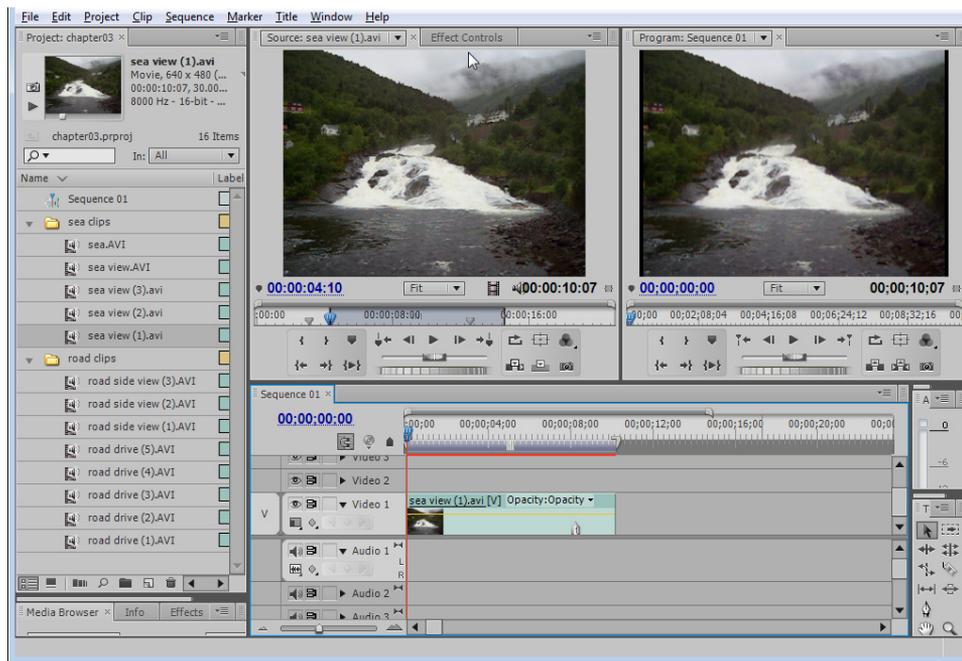


Figure 3-21 The clip placed in the sequence and displayed in the Program Monitor

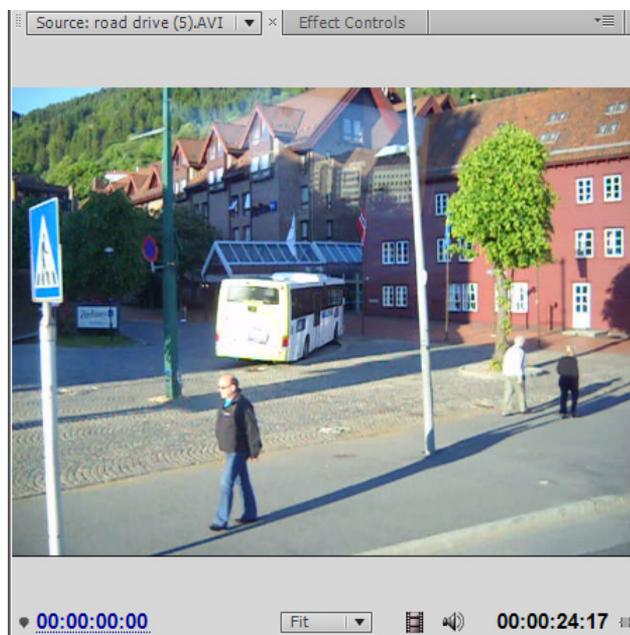


Figure 3-22 The road drive (5).AVI clip in the Source Monitor

4. Press the L key to play the clip and press the K key when the CTI reaches to the 00:00:02:28 frame; it is paused at that frame.
5. Choose the **Mark In** button at 00:00:02:28 frame; an icon is created, which specifies the In point.
6. Again, press the L key to play the clip and press the K key when the CTI reaches to the 00:00:14:11 frame; the clip pauses at this frame.
7. Choose the **Mark Out** button at 00:00:14:11 frame; an icon is created, which specifies the Out point. Also, the area between the In and Out points is highlighted, which specifies the trimmed clip, refer to Figure 3-23. The total duration of the trimmed clip is 00:00:11:14.



Figure 3-23 The highlighted trimmed clip

Next, you need to add this clip just after the first clip in the **Timeline**.

8. Move the cursor over the clip in the Source Monitor. Press and hold the left mouse button and drag the clip from the Source Monitor to the **Timeline** just after the first clip. When you drag the clip, its edges snap to the first clip and with the CTI. Also, its edges get aligned with that of the first clip, refer to Figure 3-24. Next, release the left mouse button; the second clip is placed just after the first clip in the sequence.

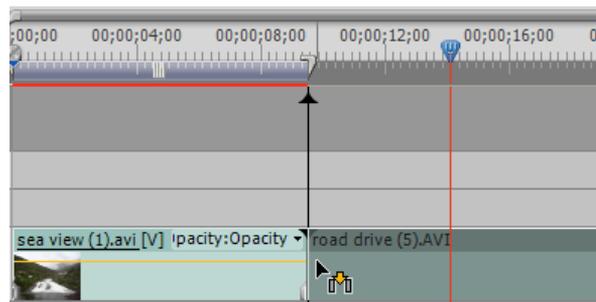


Figure 3-24 The second clip aligned with the first clip



Note

By default, the **Snap** button on the top left of the **Timeline** is chosen to make the snap feature available. You can deactivate this button to make snap feature unavailable.



When you drag the video clip from the Source Monitor to the **Timeline** for assembling a sequence, the video and audio get linked together and both will be displayed on the

corresponding tracks. If you need to add only the video or the audio to the sequence, you need to follow the steps given below:

To add only the video of the clip, move the cursor over the **Drag Video Only** button in the Source Monitor and drag it to the **Timeline** on the video track. Only the video of the clip is added to the sequence.



To add only the audio of the clip, move the cursor over the **Drag Audio Only** button in the Source Monitor and drag it to the **Timeline** on the audio track. Only the audio of the clip is added to the sequence.



9. Press CTRL+S keys to save the file.

Adding Clips Using the Overlay and Insert Edits

In the previous section, you learned how to add clips to the empty part of the track in the **Timeline**. You can also add clips over the already placed clips or between the clips. To do so, you need to perform the Overlay and Insert edits.

Working with the Overlay Edit

In the Overlay edit, the new clip overlaps the already placed clips in the **Timeline** without shifting the frames in the tracks. Also, the Overlay edit does not change the total duration of the sequence, but it changes the duration of any clip in the **Timeline** if it gets overlapped by the new clip being added. In this section, you will learn how to perform the Overlay edit.

1. First, open the *chapter03_overlay_insert_edits.prproj* file that you have downloaded from the CADCIM website. Two clips are already placed in the sequence.
2. Choose **File > Save As** from the menu bar; the **Save Project** dialog box is displayed. Browse to *\Documents\Adobe Premiere Tutorials*. Type **chapter03_overlay_insert_2** in the **File name** text box and choose the **Save** button; the opened file is saved with the specified name.
3. In the **Project** panel, double-click on the **road side view (3).AVI** clip; it is opened in the Source Monitor.
4. Set the In and Out points as discussed earlier.
5. Press and hold the left mouse button over the Source Monitor and drag the clip to the track in the **Timeline** to the edit point of the first and second clips, which are already placed in the **Timeline**, refer to Figure 3-25. Note that while dragging the clip to the **Timeline**, the Program Monitor displays the current duration and view of the first and second clips, refer to Figure 3-26. Next, release the left mouse button; the new clip is placed in the **Timeline**. Also, the duration of the first and second clips is reduced according to the overlapping area. However, the total duration of the sequence is not changed.
6. Press CTRL+Z to undo the last step.

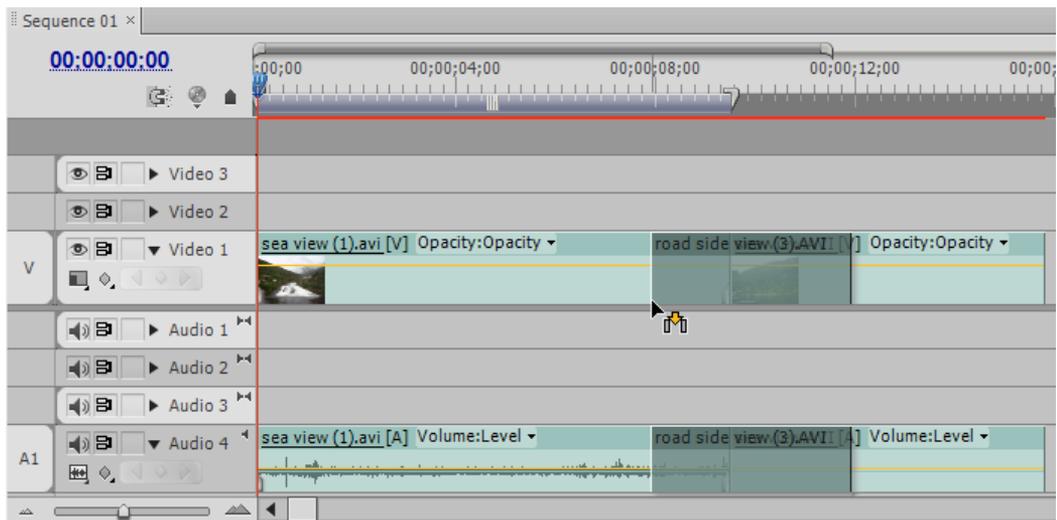


Figure 3-25 The road side view (3) clip dragged at the edit point of the first and second clip

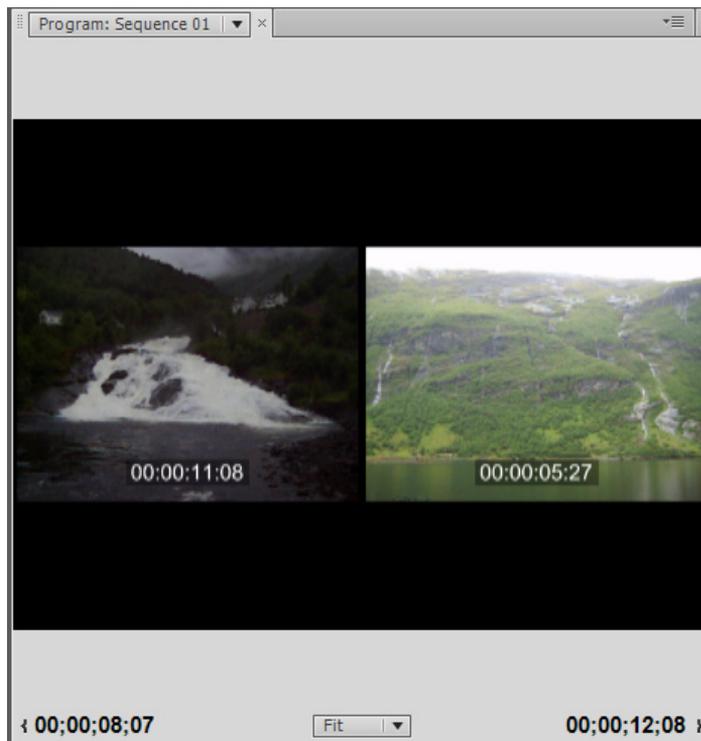


Figure 3-26 The current duration of the second clip in the Program Monitor

Working with the Insert Edit

In the Insert edit, the new clip shifts the already placed clips on the track to make room for itself. Also, the Insert edit changes the total duration of the sequence but it does not change the duration of any clip in the **Timeline**. In this section, you will learn how to perform the Insert edit.

1. In the **Project** panel, double-click on the **road drive (5).AVI** clip; the clip opens in the Source Monitor.
2. Set the In and Out points as discussed earlier, based on your requirement.
3. Press and hold the left mouse button over the Source Monitor and drag the clip between the first and second clips in the **Timeline**; the shape of the cursor is changed, as shown in Figure 3-27. Next, press the CTRL key; the vertical line is displayed with forward arrows on it, as shown in Figure 3-28. These arrows indicate the tracks in which the clips will be shifted in the **Timeline**. Now, release the left mouse button; everything after the insertion point shifts forward to make room for the new clip. Also, the new clip is placed in between the first and second clips, refer to Figure 3-29. Note that the total duration of the sequence is increased in this process.

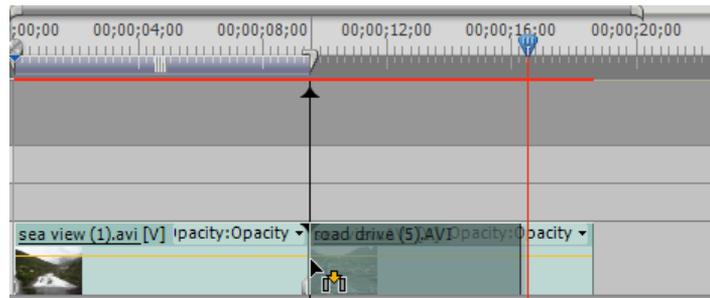


Figure 3-27 The cursor displayed after placing the cursor between the clips

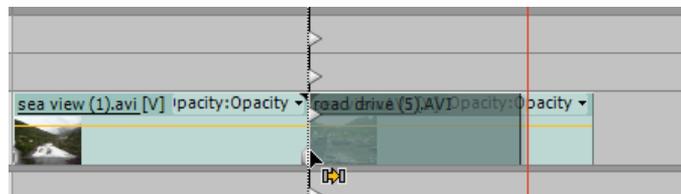


Figure 3-28 The vertical line with forward arrows

4. Press the SPACEBAR to view the sequence; the clip starts playing in the Program Monitor.

You can also split an existing clip by using the new clips. To do so, you need to follow the steps given below:

5. In the **Project** panel, double-click on the **road drive (2).AVI** clip; it is opened in the Source Monitor.

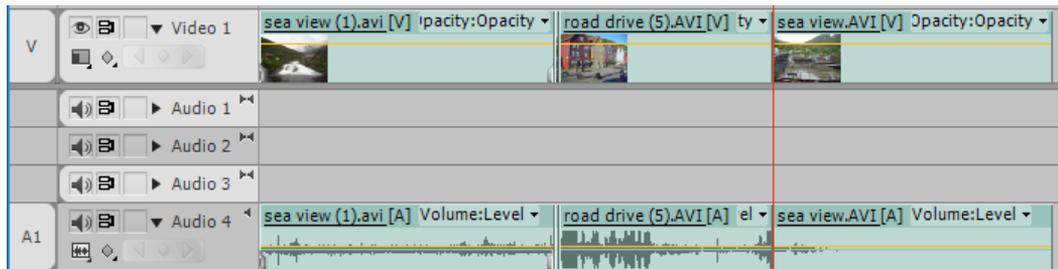


Figure 3-29 The new clip placed between the two clips

6. Set the In and Out points based on your requirement.
7. Press and hold the left mouse button over the Source Monitor and drag the clip in the middle of the **sea.view.AVI** clip in the **Timeline**. Next, press the CTRL key; the vertical line is displayed with forward arrows on it, as shown in Figure 3-30. Next, release the left mouse button; the **sea.view.AVI** clip is split into two parts and the second part is forwarded in the **Timeline**. Also, the new clip is placed in the middle of the two parts, refer to Figure 3-31.

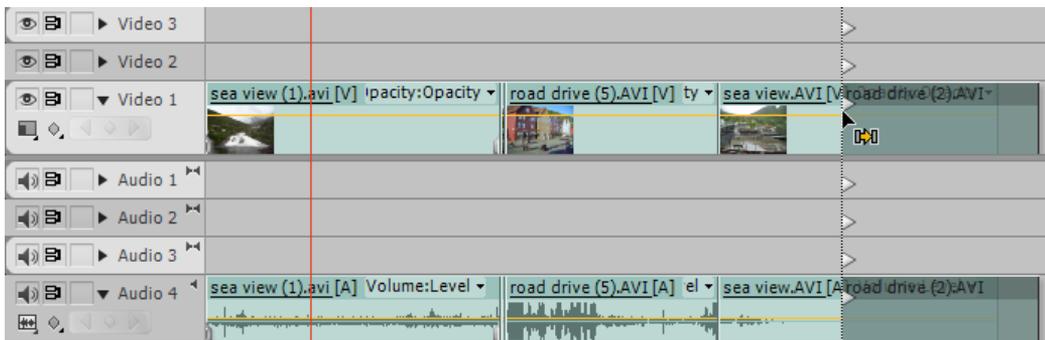


Figure 3-30 The cursor in the middle of the **sea view.AVI** clip

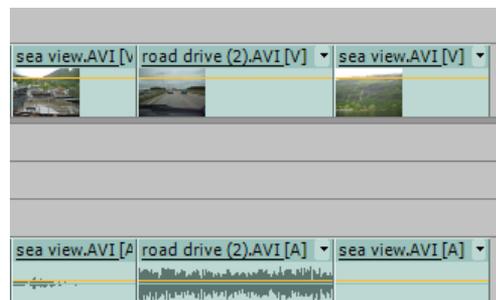


Figure 3-31 Partial view of the track after placing the new clip in the middle of the **sea view.AVI** clip

8. Press the SPACEBAR key to view the sequence; the clip starts playing in the Program Monitor.

Using the Toggle Sync Lock and Toggle Track Lock Buttons

In a typical video editing project, you may have multiple tracks of video and audio clips in the **Timeline**. While performing the Insert or Ripple edits, if one track shifts, all other tracks will also shift. However, sometimes you may not want to shift a particular track. In such a case, you can protect one or more tracks from being moved by using the **Toggle Sync Lock** and **Toggle Track Lock** buttons. In this section, you will learn how to use these buttons.

1. In the **Project** panel, double-click on the **water fall.AVI** clip; the clip opens in the Source Monitor.
2. Set the In and Out points based on your requirement.
3. Move the cursor over the **Drag Video Only** button in the Source Monitor and drag it to the **Timeline** in the **Video 2** track; the video portion of the clip is displayed on the **Video 2** track, as shown in Figure 3-32.

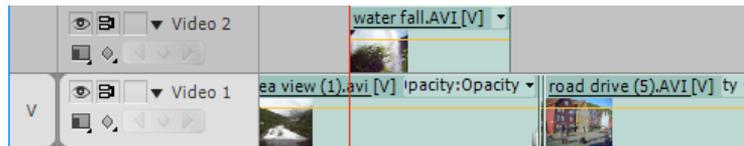


Figure 3-32 Partial view of the Video 1 and Video 2 tracks

4. Expand the **Video 2** track by choosing the **Collapse-Expand Track** button in the **Timeline**, refer to Figure 3-32.

Next, you need to insert a new clip in the **Video 1** track in such a way that the clip in the **Video 2** track will not be affected by the Insert edit.

5. In the **Project** panel, double-click on the **sea view (2).AVI** clip; the clip opens in the Source Monitor.
6. Set the In and Out points based on your requirement.
7. In the **Video 2** track, choose the **Toggle Sync Lock** button; the button now becomes unavailable.
8. Move the cursor over the **Drag Video Only** button in the Source Monitor and drag it to the **Timeline** in the **Video 1** track in the middle of the **sea view (1)** clip, refer to Figure 3-33. Next, press the CTRL key; a vertical line is displayed with forward arrows on it, refer to Figure 3-34. Note that the vertical line does not display any arrow on the **Video 2** track. Next, release the left mouse button; the new clip shifts the other clips forward in the **Timeline** and it is placed in the middle of the **sea view (1)** clip in the **Video 1** track. Also, the clip in the **Video 2** track is not affected by the Insert edit, refer to Figure 3-35.
9. In the **Video 1** track, choose the **Toggle Track Lock** button; this button becomes available now. Also, diagonal lines display through the track, as shown in Figure 3-36. Next, try to insert a new clip in the **Video 1** track. You will notice that you cannot perform any action in the **Video 1** track.



Figure 3-33 The cursor in the middle of the *sea view (1)* clip in the *Video 1* track

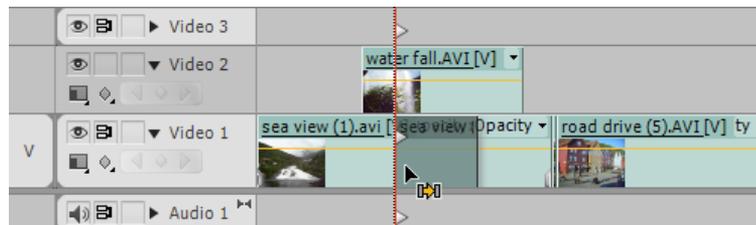


Figure 3-34 The vertical line with arrows displayed on pressing the *CTRL* key



Figure 3-35 The new clip inserted in the *Video 1* track

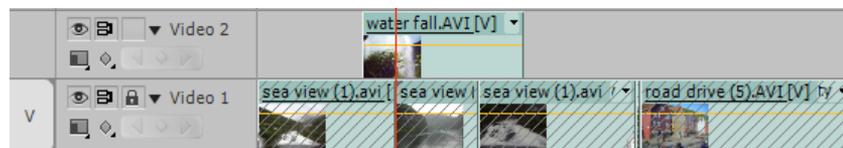


Figure 3-36 Diagonal lines in the *Video 1* track

Working with the Three-Point Overlay and Insert Edits

In the earlier sections, you learned how to add clips to the sequence by drag and drop method. You can also add clips to the **Timeline** using the editing buttons in the playback controls of the Source Monitor. This method is known as three-point editing. In this section, you will learn how to perform the Overlay and Insert edits using editing buttons.

1. First, open the *chapter03_overlay_insert_edits.prproj* file that you have downloaded from the CADCIM website. Two clips are already placed in the sequence.
2. Choose **File > Save As** from the menu bar; the **Save Project** dialog box is displayed. Browse to *\Documents\Adobe Premiere Tutorials*. Type the name **chapter03_three_point_edit** in the **File name** text box and choose the **Save** button; opened file is saved with the specified name.
3. In the **Project** panel, double-click on the **sea view (2).AVI** clip; the clip opens in the Source Monitor.

4. Set the In and Out points based on your requirement.
5. In the **Timeline**, set the CTI at a position where you want the starting point of the new clip, refer to Figure 3-37.

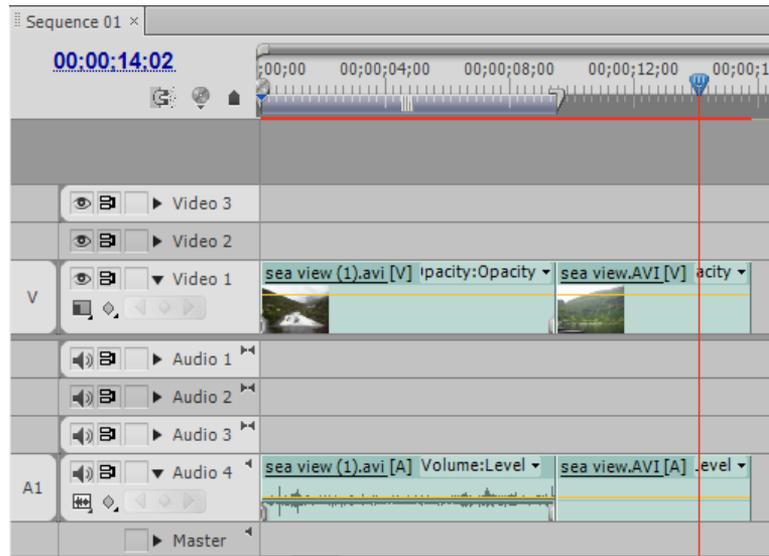


Figure 3-37 The CTI set over the clip

6. Choose the **Overwrite** button in the playback controls of the Source Monitor to perform the Overlay edit; the new clip is placed in the sequence. Also, the CTI is moved to the end of the new clip, as shown in Figure 3-38. Next, you will perform the Insert edit using the editing buttons.

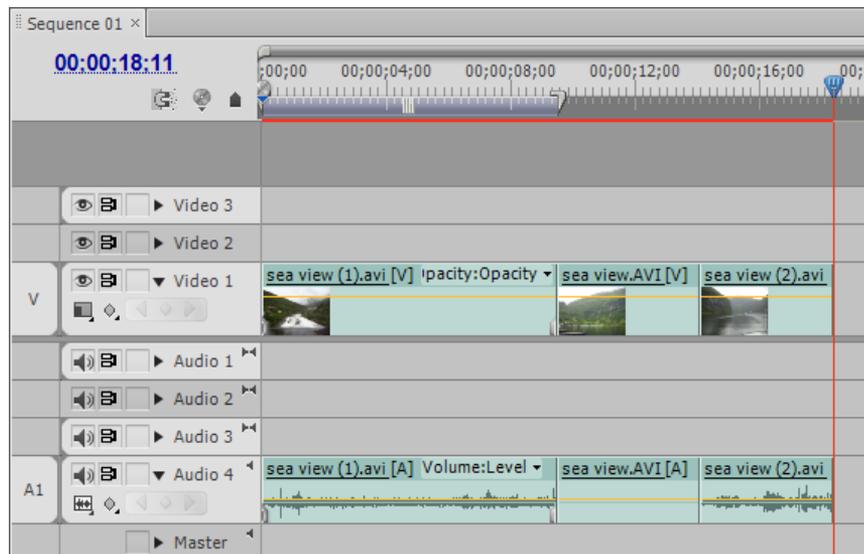


Figure 3-38 The CTI placed at the end of the new clip

7. Move the CTI to the end of the first clip and at the starting point of the second clip, refer to Figure 3-39.

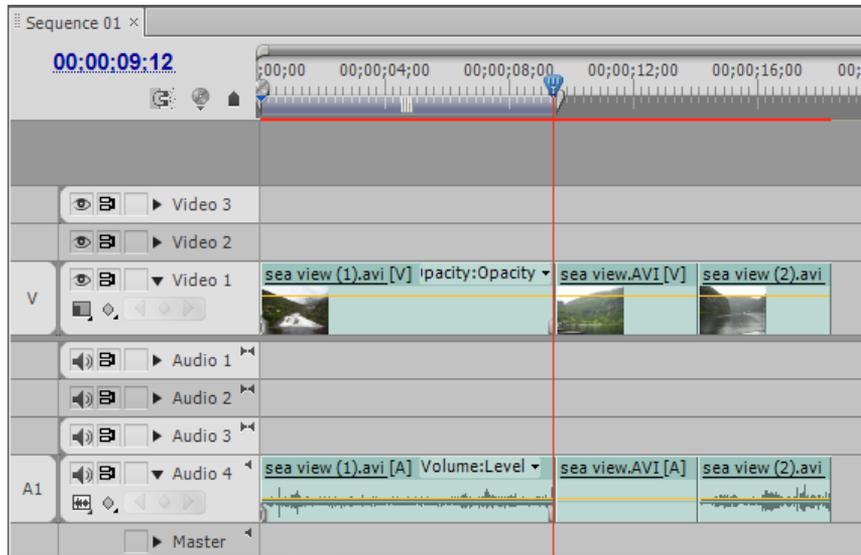


Figure 3-39 The CTI set in the Timeline

8. In the **Project** panel, double-click on the **sea.AVI** clip; the clip opens in the Source Monitor.
9. Set the In and Out points based on your requirement.
10. Choose the **Insert** button in the playback controls of the Source Monitor; the new clip is inserted, shifting the other clips forward in the **Timeline**, refer to Figure 3-40.

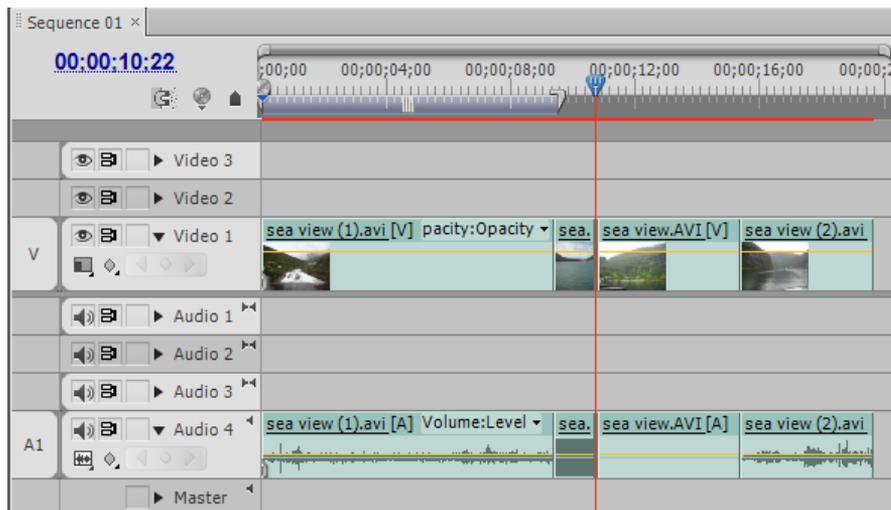


Figure 3-40 The new clip inserted

**Note**

You can also press the period (.) key for performing the Overlay edit and the comma (,) key for performing the Insert edit.

Self-Evaluation Test

Answer the following questions and then compare them to those given at the end of this chapter:

- Which of the following shortcut keys are used to invoke the **Import** dialog box?
 - I
 - CTRL + I
 - SHIFT + I
 - CTRL + SHIFT + I
- Which of the following buttons is used to create a new bin in the **Project** panel?
 - New Item**
 - Icon view**
 - New Bin**
 - None of these
- Which of the following shortcut keys is used to perform the Overlay edit?
 - Period (.)
 - Comma (,)
 - I
 - O
- Which of the following shortcut keys is used to perform the Insert edit?
 - Period (.)
 - Comma (,)
 - I
 - O
- The first frame of a trimmed clip is known as the _____ point and the last frame of that trimmed clip is known as the _____ point.
- To remove the In or Out point, press the ALT key and choose the _____ or _____ button, respectively.
- To view the marker, you need to move the current-time indicator. (T/F)
- The **Drag Video Only** button in the Source Monitor is used to add only the video of the clip to the **Timeline**. (T/F)
- In the Overlay edit, the new clip overlaps the already placed clips in the **Timeline** and shifts the frames in the tracks. (T/F)
- The Insert edit changes the total duration of the sequence, but it does not change the duration of any clip in the **Timeline**. (T/F)

Review Questions

Answer the following questions:

- Which of the following buttons is used to protect one or more tracks from being moved while performing the Insert edit?
 - Toggle Track Lock**
 - Toggle Sync Lock**
 - Collapse-Expand Track**
 - None of these
- Which of the following buttons is used to collapse or expand the tracks in the **Timeline**?
 - Toggle Track Lock**
 - Toggle Sync Lock**
 - Collapse-Expand Track**
 - All
- Which of the following buttons in the Source Monitor is used to perform the Overlay edit?
 - Insert**
 - Overwrite**
 - Set In Point**
 - Set Out Point**
- In the Source Monitor, you can control playback, specify edit points, trim the video clip, and specify some more viewing options. (T/F)
- The speed of playback depends on how far you drag the **Shuttle** slider. (T/F)
- The Overlay edit does not change the total duration of the sequence, but it changes the duration of any clip in the **Timeline**. (T/F)
- Press the _____ key to play the clip forward. Press the _____ key to play the clip backward and press the _____ key to pause the clip.

Exercise

Exercise 1

Create a new project in Premiere based on the settings of your video clip. Import your video clips in the **Project** panel. Try to set the In and Out points in the clips in the Source Monitor. Also, perform the Insert and Overlay edits using the shortcut keys on the keyboard.

Answers to Self-Evaluation Test

1. b, 2. c, 3. a, 4. b, 5. In, Out, 6. Mark In, Mark Out, 7. T, 8. T, 9. F, 10. T